ROOT::Math::Quaternion

fU
fI
fJ
fK

@~Quaternion
Quaternion
Quaternion
Quaternion
Quaternion
Quaternion
Quaternion
Quaternion
Quaternion
Rectify
operator=
operator=
operator=
operator=
operator=
operator=
SetComponents
GetComponents
U
I
J
K
operator()
Invert
Inverse
operator*
operator*
operator*
operator*
operator*
operator*
operator*
Distance
operator==
operator@!=
Quaternion
SetComponents
GetComponents
operator()
operator()
operator*
operator*
operator*